Sirius Software
Presents
CYBER STRIKE
By Nasir

TOP SECRET

FROM: VANGUARD COMMAND
TO: DRONE SQUADRON IV
SUBJECT: MISSION "CYBER STRIKE"

FOR YOUR EYES ONLY

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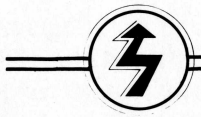
3.				

TOP SECRET



VANGUARD COMMAND

ARTURUS GALAXY, VANGUARD BASE

EMERGENCY BRIEFING **TIME:** 0800
FROM: MAJOR GENERAL NASIR **DATE:** 320.45
SUBJECT: CLONE ATTACK ON BASES KEPPLER, GALILEO, COPERNICUS, AND NEWTON.
GENERAL ORDERS
NUMBER: A26

TOP SECRET

You have already heard of the attack on our sister bases. Even so, I am going to give you the brief background and then continue on with the counter attack proposal.

For your historical reference over 200 years have been used establishing settlement bases at five of nine known hyperspace drop points in this galaxy.

Communication and delivery of non-living material through hyperspace has made these rare drop points critical to our continued existence. As you know, living matter has never withstood the rigors of hyperspace travel although superlight speeds have been obtained with long acceleration and deceleration spans. Our settlement efforts stopped in the year 234 after the mass rebellion and resulting expulsion of the clone group led by the notorious leader Gar. The remaining four drop points were subsequently granted to the clones in an attempt to preserve peace.

The clones were expected to fail in their settlement efforts and return to us properly humbled.

We now know Gar was vastly underestimated. Gar had no intention of settling at the drop points. Their establishment of a preliminary base at drop point NERVA was a successful diversion.

The clones have now established colonies on three planets in contradiction to our treaty and to Intergalactic law.

The vast resources of these planets are being used to build robot fighters to attack and take control of our bases. Gar has every intention of cutting the expense and time of taking control of the galaxy down to less than one year.

At present four of our bases are under siege by Gar's drones. These bases were all attacked simultaneously without the opportunity to equip their transport ships with weapons or battle guidance systems.

These bases are safe for the time being. The meteor shields were activated automatically and the bases are undamaged. Unfortunately there is no safe way to lower the shields to let fighters pass without suffering severe damage from the existing robot fighters. These bases are quickly converting their transports for battle at this time but will need Gar's drone ships removed in order to release them.

To complicate matters we are expecting a major supply convoy from the Pleiades Group at any time. If the convoy should arrive at the base while the drones surround it then we will certainly lose the supplies as well as any future shipments. The Pleiades Group will not send further trade convoys if they find we lack complete control over the drop points.

We have little time left.We have a ship ready for your command and more ships are being readied now for later protection and battle. Your ship is a light transport which has been equipped with a hyperspace drive and 15 anti-matter torpedoes. All control will be remote from this base. With a lot of luck and proper control your ship should be able to defeat up to 4 enemy drones in battle without resupply. Let's hope there are no more than that at any one of the bases.

Your ship will have a heavy drain on the energy levels during battle and while trying to maintain the magnetic fields around the anti-matter. It is not possible for the ship to return here for resupply. This is an all or nothing mission.

After resupply at each base you must launch similar attacksagainst the remaining three groups. This approach should give us the best chance of succeeding and at the same time offer the least chance for any loss of life or equipment.

You've been given your control manual and our proposal for battle. You are on your own now. Good luck.

N.G. Nasir

N.G. NASIR
MAJOR GENERAL, VSF
CHIEF OF STAFF

DISTRIBUTION
STAFF: 1
SQUADRON: 1
SNG: jwj
ENCLOSURES: 1

VANGUARD ENGINEERING

ARTURUS GALAXY, VANGUARD BASE

EMERGENCY BRIEFING
FROM: LT. YELDARB
SUBJECT: CONTROL MANUAL FOR "GAMMA GLIDER IV"

TIME: 0900
DATE: 320.45

TOP SECRET

The "Gamma Glider IV" is the lightest of our drone transports and was chosen for this mission due to its light weight, manueverability and advanced guidance system. The specifications and control instructions necessary for you to complete this mission have been summarized below.

COMPUTER GUIDANCE SYSTEM (CGS)

This system has been totally reprogrammed for this mission. All commands and computer generated displays have been simplified. Details are included in the following sections.

HYPERDRIVE CONTROL

Press the "H" key to engage hyperspace controls. A flashing cursor will appear on the three dimensional view of the galaxy. By pressing any key on your console the cursor will jump from one base display to another. Notice that no other stars, planets or other objects appear on this display. As these will not be important to the battle plan they have been removed. The CGS will keep track of any such objects and take evasive manuevers as necessary.

Once you have positioned the cursor correctly press the "H" key to enter hyperspace. To abort the hyperspace commands return the cursor to your present position and press "H" again.

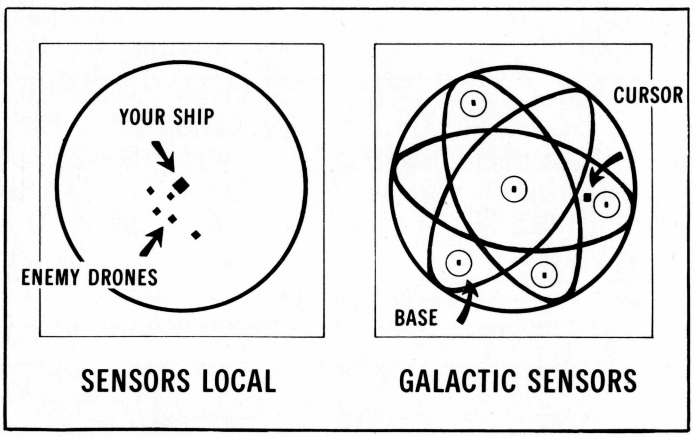
If there is insufficient energy to enter hyperspace a warning will be sounded and the command will be aborted. 5000 units of energy are required to enter hyperspace.

SHIP DIRECTION CONTROL

The console keys I, J, K, and M control the directions up, left, right, and down respectively. The space bar centers all controls while using sensors or viewscreen.

While approaching a base the space bar will return you to sensor display.

The numerical keys 1 through 3 control the speed of the superlight drive. 1 is the slowest speed, 3 is the maximum speed (light times 2000).



SHORT RANGE SENSOR AND VIEWSCREEN CONTROLS

To raise the viewscreen press the "R" key. The same command will return you to the sensors.

The CGS will always keep the ship within sensor distance of the enemy drones. For

ease of comprehension the three dimensional space has been translated to two dimensions by the CGS.

The usual direction keys will move the ship either away from or toward the enemy. Upon reaching battle range the viewscreen will raise automatically.

ANTIMATTER-TORPEDO CONTROL

The torpedoes are fired by pressing the "F" key. Each torpedo is made of two segments which will converge. One segment is the anti-matter portion and the other a small amount of waste matter to initiate the implosion. Only 15 torpedos can be loaded at one time.

Implosion must occur within 50 meters of the target for effect.

METEOR SHIELDS

The "S" key toggles the shields on and off. Meteor shields will deflect collisions with ships, torpedos or other objects which may pass by the control of the CGS. Energy useage doubles while the shields are up.

BASE APPROACH

To initiate or abort the base approach sequence press the "B" key. The bases are all awaiting your arrival and will open automatically for your entrance once the drones around them are destroyed. There is not sufficient time for the usual tractor beam landing. You must fly directly into the center of the flight deck.

You will be witnessing the landing from cameras on board an orbiting maintenance satellite. The usual direction keys will control your ship with the exception of the space bar which return you to sensor display.

INSTRUMENT READINGS:

EN-U = ENERGY USED	TO-U = TORPEDOS USED
EN-L = ENERGY LEFT	TO-L = TORPEDOS LEFT
SH-D = SHIPS DESTROYED	TIME = TIME USED
SH-L = SHIPS LEFT	SHLD = SHIELDS ON/OFF

DMG = DAMAGE REPORTS

ARTURO YELDARB
LIEUTENANT, VSF
CHIEF ENGINEER PRESIDING

DISTRIBUTION
STAFF: 1
SQUADRON: 1
AY: jwj

GAMMA GLIDER IV
QUICK REFERENCE CHART

COMMANDS AVAILABLE WITH THE VIEWSCREEN UP:

"I"=UP
"M"=DOWN
"K"=RIGHT
"J"=LEFT
"SPACE BAR"=CENTER DIRECTION CONTROLS
"R"=SENSOR DISPLAY
"F"=FIRE TORPEDO
"1-3"=SELECT SUPERLIGHT SPEED
"S"=SHIELDS ON/OFF
"B"=INITIATE BASE APPROACH SEQUENCE
"H"=INITIATE HYPERSPACE COMMAND SEQUENCE

COMMANDS AVAILABLE FOR HYPERSPACE:

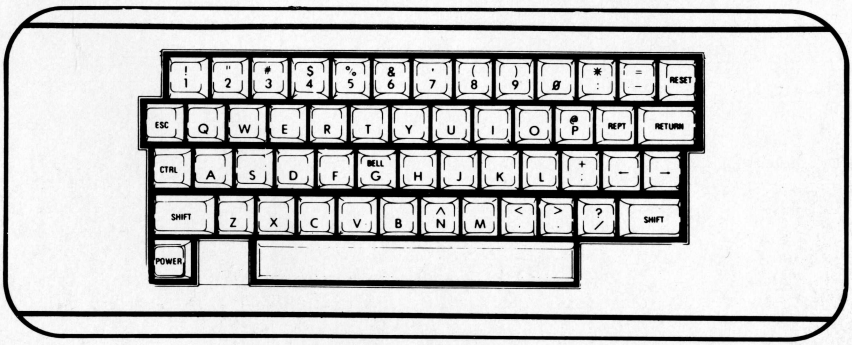
"ANY KEY"=SELECT DESTINATION BASE
"H"=ENTER HYPERSPACE OR CANCEL HYPERSPACE IF THE CURSOR IS 'HOME'

COMMANDS AVAILABLE FOR THE SHORT RANGE SENSORS:

"I"=UP
"M"=DOWN
"K"=RIGHT
"J"=LEFT
"SPACE BAR"=CENTER DIRECTION CONTROLS
"R"=VIEWSCREEN UP
"1-3"=SELECT SUPERLIGHT SPEED
"H"=INITIATE HYPERSPACE COMMAND SEQUENCE
"S"=SHIELDS ON/OFF
"B"=INITIATE BASE APPROACH SEQUENCE

COMMANDS AVAILABLE DURING BASE APPROACH:

"I"=UP
"M"=DOWN
"K"=RIGHT
"J"=LEFT
"SPACE BAR"=CANCEL BASE APPROACH



APPLE KEYBOARD

CYBER STRIKE

PROGRAMMED BY NASIR GEBELLI ("NASIR")
DOCUMENTATION BY JERRY W. JEWELL
COVER AND BROCHURE DESIGN BY T. KENNEY

GAMES ART DRAWN WITH E-Z DRAW
ASSEMBLY LANGUAGE (48K)

REQUIRES AN APPLE II OR II+ COMPUTER
BOOTS DIRECTLY WITH EITHER 13 OR 16 SECTOR CONTROLLER

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SIRIUS SOFTWARE
1537 HOWE AVENUE #106
SACRAMENTO, CALIFORNIA 95825

AN ADVENTURE IN SPACE